

San Leandro
Computer Club
Journal

March 1994

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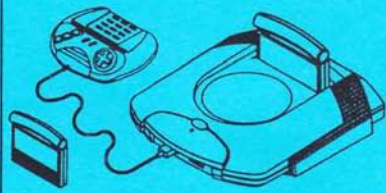


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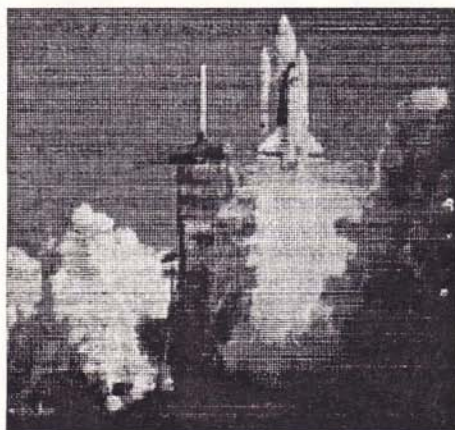
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Month

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		Main Meeting 8:00 PM	2	3	4	5
6	7	8	9	10	11	12
13	ST SIG Meeting 8:00 PM	PC SIG Meeting 7:30 PM	16	17	18	19
20	21	22	23	24	25	26
Journal Deadline 12:00 PM	28	29	30	31		

Connections...5

by Stephen Christian

For this month's column I was asked to take a look at the new shareware program STorm by Alan Page, and available from the TAF Library. As of January 1st, 1994 the current version is 1.02 plus a patch for Zmodem. I will review STorm, and show how to set it up to connect to our TAF Online BBS.

When you execute STorm, a terminal window appears, a second window displays STorm's logo. A minimum of three windows are present at all times: the terminal, the capture buffer and BASIC. The terminal window has two parts: the terminal window itself and a small typeahead window. The typeahead window has one visible line in ST Medium or five lines in ST High. You can have additional windows for editing files, or developing BASIC programs. All windows use the clipboard, allowing you to cut and paste information within or between windows. The windows are movable and resizable, except the terminal/typeahead window.

To start using any terminal package you need to configure the software to work with your modem. Across the top of the screen is the menu: Desk, File, Edit, Capture, Dial, Settings, Basic and Window. To set up STorm, the obvious choice is Settings.

For those who are mouse—challenged, like

Reprinted from Issue 100 of Phoenix
The Toronto Atari Federation Newsletter

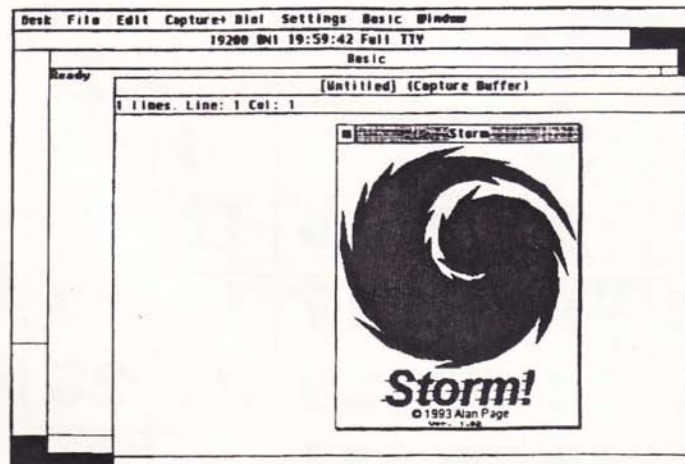
myself, STorm has implemented hotkeys allowing you to move through the pulldown menus without having to use the mouse. I find this extremely useful since in a terminal package, you are normally working with the keyboard and not the mouse. To use hotkeys, hold down the ALT key and then tap the first letter of the desired menu. For Settings you would hit ALT—S. Then you can either use the arrow keys to move through the options and hit enter when the desired function is highlighted or type the underscored letter in the desired command.

In order to make sure everything is properly set, let's work through each option in the Settings menu.

First the serial port settings. My modem is a 14.4 Kbps US Robotics Sportster. To take full advantage of the modem's high speed, the serial port should be set at a matching or higher data rate, in this case 19.2 Kbps. Even though the serial port speed is higher than the modem's, the data



compression techniques used by the modem make it possible that data may be received at a higher rate than the serial port can handle. Therefore a method of flow control must be used so no data is lost. Flow control is like a traffic cop: it allows the computer and the modem to determine when they can exchange data. The documentation recommends CTS/RTS. For most BBS work, set the word size to 8 bits,



parity to none and stop bits to one. Leave the Mask High bit on. The serial port option is "greyed" out on my screen because I only have one serial port. For machines with more than one serial port, you can select the desired port. Once you changed all these settings select OK.

The next option on the menu is **Terminal**. The first setting in the dialog box sets the backspace characteristic. I prefer backspace to be destructive, i.e. move back and delete the character, so I will select this option. The next option is Line Wrap. I want to know if there is any additional text beyond the 80th column so I turn this on. Half duplex should only be set if the BBS you connect to does not "bounce" any of the information you type to the screen. On the majority of current BBS's this should be left off. Reverse Video, is strictly a personal preference. If you would rather have a black background with white text, click on this option. The Add Linefeed options allow your text to scroll up each time a carriage return is sent. Most BBSes currently handle this, but if you do log onto a service where all the text overlaps on itself, you will want to turn the line feeds on. Another place I use this is when dialing to a friend directly and chatting online.

Select the **Emulation** option of the **Settings** menu. This represents one of the most exciting features of the STorm. Currently there is only one emulator loaded, TTY. The remaining six slots are labeled Empty. If you click any of the Empty cells, the **Load** button is enabled. Click on Load and the file selector appears looking for any files with a file type of EMU. This allows you to load different Terminal Emulator modules. There are two other emulators: VT100 and VidTex. Load the VT100 emulator. Now if you click on the loaded emulator you can configure or unload that emulator. This means you can load and unload any emulator as required, and updates and new emulators can be issued without updating the entire program.

After loading the VT100 Emulator, go back to the **Terminal** dialog box. If you now click on the **Emulator** box you will have a choice between TTY and VT100. Keep the TTY setting.

The **File Transfer** menu works the same way as the Emulator menu. STorm includes an ASCII transfer as default. Then there are currently three other file transfer modules you can load: X— and Y— modem, Z—modem and B—Plus. For TAF, load the Z—modem module. Then click on it once and choose configure. I recommend you configure Z—modem to everything off except Auto Start Transfer.

Z—modem is a wonderful file transfer method in that it handles everything for you. The only information you need to supply is the name and location of the file you want to upload or

download. A wonderful feature of Z—modem is if your file transfer aborts for some reason and you have a partial file, it will pick up from where it left off rather than downloading the whole thing again. STorm's Z—modem is the most flexible I have used. For this reason I had to "play" with it a while to get it to work with the different BBS's I use.

The next option in the **Settings** menu is for the Typeahead window. The Typeahead window is a buffer in which you can enter all your information before sending it to the terminal. For example you might cut something from the capture buffer paste it into the typeahead window, edit it and then using the transmit key send it to the terminal. Even though the dialog window appears as only one row in ST Medium and five in ST High, it is actually a full editor window. The information is not passed to the terminal window until the transmit key is hit. I find this useful when repeating a fairly complex command in a UNIX environment. In this dialog box you can configure the transmit key from one of three choices. However when using the Enter key, on the numeric keypad, I seem to get an "OM" back in the buffer after sending the data. The other options are whether each

The screenshot shows a dialog box titled "Z-modem Download". It contains the following information:

- File Size: 135168
- Path: I:\DOWNLOADED\ST2IP24.TOS
- Binary Mode
- Statistics (Version 1.00):
 - Data Sent: 0
 - Data Rec'd: 35948
 - Data Rate: 1623
 - Read Errors: 0
 - Write Errors: 0
- Time:
 - Elapsed: 0:00:24
 - Remaining: 0:01:01
- Buttons: Abort Transfer

line of the buffer should be prefixed and suffixed by anything, including a carriage return.

Now look at **Modem** in the **Settings** menu. This allows you to configure the modem initialization string and the prefix and suffix strings when dialing. The initial settings are fine for getting started. The only option you might have to change is the prefix dial string to ATDP, if you have to use pulse dial. For those who have call waiting, you can change the prefix to ATDT1170 to turn it off while on-line.

The last option under **Settings** is for creating **Macros** for the function and ALT—keys. I normally assign frequently used text strings to these to save some typing, but the documentation includes a sample of creating a hangup key. Many useful macros can be developed, and assigned to any key.

The final step is adding TAF Online to the Dial Directory. Choose **Edit** in the **Dial** menu. In any empty space under the Name Column, type in TAF Online. Then in the number column, in the same row, enter the phone number for TAF 235—0318. If the entry does not use the default settings, then by double clicking on the name, an additional menu with: serial setup, terminal and Autologon appears. The first two options are exactly the same as the Serial Port and Terminal in the **Settings** menu but they will only affect this entry. The Dial directory can be scrolled like a file selector, meaning the number of entries is unlimited. There is a sample BASIC program to sort the list in the documentation.

The built-in BASIC is an interpreter with extensions for telecom and the overall STorm environment. You can quickly develop a simple program to automatically log in to a system, complete with your login id, and passwords (encrypted) in the STORM.INI file. If you develop such a program, then by putting its name into the Autologon dialog box, STorm will run the program whenever you dial that system. If you create a BASIC program called AUTOEXEC.BAS, it will be executed whenever you run STorm.

We're all set! Go to the Dial menu and select Dial. Your phone directory will appear,

with an entry for TAF Online. Double click on TAF and you should hear the modem, assuming there is a speaker, dialling up TAF. After you connect let's try and use Z—modem to download a file. Two programs you are going to require if you start downloading files quite frequently are LZH.TTP and ARC.TTP. This is due to the fact most programs uploaded on a BBS are compressed using one of these methods. If you download a file with an extension of .LZH or .ARC you will use the above programs to uncompress the files. The other advantage of an archive program is it allows you to include all the required files of a program in one file. Could you imagine logging on to a BBS and trying to find all the files required to get a particular program working. (NOTE: There are other compression programs: LHA, ZIP, ZOO and MSA.) There is a very nice program on TAF which has a GEM front end for both LZH and ARC. If you consult your September 1993, Phoenix you can see what this front end is saving you from.

From the main logon menu choose F to enter the file section. LZH and ARC are utilities so choose 2 to enter the ST Utilities section. If you want you could just go through the complete list of programs, but let's use the search facilities to try and find it. At the prompt type in L, List files. If you want to see a list of all the available commands enter a ? at any prompt and press enter. After the list files select choose 1, again, to locate/search then 1 to search the filename. For the search string type in ARC_LZH hit enter and have the BBS search in the Filename field. The system comes back and reports file number 130 ARC_LZH2.TOS is a self extracting archive program. To download this file just enter a "d". The system tells us the name of the file, size and approximate time to download. For the transfer protocol enter a "z" for Z-modem. If everything is setup correctly the download dialog box appears and informs us a file transfer is in progress. The file will download into the default directory, configured in the Z—modem setup. Ta da! You have not only learned how to configure STorm but you have downloaded a file. Go try some more!

STorm has two other features which I could not evaluate. The first is MultiTOS compatibility. At this time I know of no other terminal program that works under the MultiTOS. The second is STorm's ability to work with the extra serial ports on a TT, MegaSTe and the Falcon, since I have a 1040STe.

STorm is a very flexible telecom package. It is quite easy to setup, and the setting up is more to do with personalization rather than getting it to work. If you are getting started and looking for a telecom package STorm will handle most of your needs. The only two areas where I am forced to use another package is when I need PC ANSI emulation and Kermit file transfers. However, this is not a shortcoming peculiar to STorm — no other terminal package does it all, either. And with STorm's modules, any shortcomings can be overcome easily as new modules are written. You might consider switching from your current package to STorm!

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PC SIG

After several month's preparation, we are finally ready to officially launch the PC SIG. See the calendar on page 3 for time and date. Call Jim Moran, 865-6122, for place.

Maybe They Aren't So Bad After All

Bob Woolley and Keith Sammons each got fax modems awhile back. Each spent many, many weeks installing, configuring and test calling as they tried to get their computers, modems and software to work together. Finally, Bob was able to send a fax to my stand-alone Sharp fax, but couldn't receive from me.

Then Keith called one day and was able to both send to and receive from my fax.

He said after many calls to his PC dealer, the dealer said in passing, "and of course you've turned off..." (I forget what it was; ask Keith.)

Of course he hadn't, since two steps back in the configuration process he had to turn whatever it was on.

Bob has since been able to receive faxes from other modems (at least one), but still can't receive from my Sharp. He claims it is because I have such an antiquated fax.

This just added to the pile of anecdotes that have convinced me I don't care to jump on the 486 bandwagon.

Then Anthony Lucero, a friend, and new 486 owner, called recently to tell me he had just purchased a fax modem and wondered if I knew how to install it and make it work. I don't think he was real clear on what fax modems did, but it was only \$40.

I told him one of the greatest PC gurus in the SLCC still couldn't get his modem to receive my faxes, so the best I could suggest was to read the manuals and prepare to spend the rest of the winter working on it. What are friends for if not to be helpful.

He called the next night and said he took everything to his friendly PC dealer (the same one that Bob and Keith go to) who convinced him to ditch the outdated, slow

fax modem he had picked up elsewhere and get one of the dealer's units, which the dealer installed and configured.

Since he had software for sending and receiving faxes he wanted to give that a try. I told him I would be waiting.

Danged if in a minute or so I wasn't receiving his cover page on my fax.

Back on voice phone I tell him to try setting up Windows so the fax modem is his output device for printing.

Another minute or so and I'm receiving a picture from a paint program.

Next it was my turn to send.

I dialed. The phone rang and rang and rang. Just like with Woolley, I figured. Then suddenly my fax said it was connecting and started feeding my picture through.

After about five minutes the picture had gone through my fax and the fax reported a line error.



Anthony called and said he hadn't seen anything happening on his end, so he had disconnected, or some such.

We decided to try again. Same deal, this time no line error and Anthony called saying he had received my fax and could actually read it on his screen. Which, skeptic that I am, I had him do for confirmation.

The moral? If you want to buy a 486 and have it work, find a dealer and pay him to put together a system for you. If you want to learn by doing and aren't in a hurry to have things work right, come to the PC SIG.

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1203.DOC

MARCH 1994

GENERAL COMMENTS

Disk Contents are as shown below (in approximately FULmenu format).

D.O.M. SUMMARY

The front of this disk includes 1 UTILITY, 1 small DEMO, 2 Games, and a large TEXT ADventure. The back has only 1 program, a DEMO, from Hungary, in seven sections (VERONIKA).

CONTENTS- DISK #1203 (Directory):-

Front:-

*SLCC1203.DOC	027	TITLE	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	037	ADVENT .BAS	219
ADVENT .DOC	039	GCM. .OBJ	020
GCM2. .BAS	008	GCM3 .BAS	014
GCM4 .BAS	034	GCM5 .BAS	074
GCM .DOC	030	DRAGON .BAS	075
PASTEL .OBJ	020	PASTEL .ACT	010
REVERSI .OBJ	054		

000 FREE SECTORS

Back:-

VERONIKA uses the entire side;- it is a series of seven DEMOs - from Budapest, Hungary. Press [SPACE] bar to move to the next sequence. It requires 730 sectors, so it is in Extended Density- NOT FOR 810! BOOT it without BASIC!
NO FREE SECTORS!

PROGRAM DETAILS

ADVENT.BAS (or Discovery Incident) by David Woolley, - from ANTIC's 10/89 issue, is a large TEXT ADventure. It has a separate DOC, with an excellent explanation of the program's details!

CGM.OBJ and four associated *.BAS files were published in Analog Extra. They create a GEM interface- like the ST's. I added CGM.DOC, to explain it. The 4 *.BAS files are a DEMO; an icon editor; a MiniDOS; & an advanced Memo Pad. David Castell wrote it (and the First XLEnt Word Processor, etc.).

DRAGON.BAS (or Dragon Chase) is a Game by David Huff from Analog Extra. You must rescue the princess before a dragon reaches her -- by removing the black castle which surrounds her. You must find certain objects (diamonds, swords & rings- all hidden until you move over them). You begin each level at the lower left. You must find the items at upper left - in order. Stay over them until their color changes. When all are retrieved, the castle is removed. Place the pink cursor on the Princess to go on to the next (of 5) levels. Also hidden are Wild cards; squares that show everything briefly; & dragons to avoid. Press FIRE to see part of the screen (costs 10 points).

PASTEL.OBJ by D. Plotkin is also from Analog Extra- written in ACTION. I've included the *.ACT code. It uses GRAPHICS 11, the 15-color mode. The ACTION! cartridge is not required for playing. It BINary loads from Menu.

REVERSI.OBJ- written in ACTION by Paul T. Sprague, is from Analog Extra. It's more than just another Othello! It has three modes of play plus three selectable levels of strategy for the computer. The modes are (1) computer vs computer; (2) computer vs human; & (3) human vs human. The first mode is interesting, and possibly helpful for learning game strategy. Note that at higher levels the computer's strategy is to capture fewer pieces (not more) in the early part of the game!

VERONIKA- from Budapest, Hungary is one of the best DEMOs I've seen! Press the [SPACE] bar to advance thru seven sections of music scores; super scrollers; digitized PICs; animated electronic keyboards; & an amazingly lifelike animation of a girl dancing. It is in EXTENDED (or 1050) Density;- it WILL NOT work on a single density drive!! BOOT it without BASIC!! (It uses the entire back of the disk.)

Minutes

The general meeting of February 1994 was called to order at exactly 8:00 PM by President Jim Hood. (From that point on things started to go downhill) All Officers were present and very busy being officers.

President Hood brought some of his better work to demonstrate at the meeting. Some slightly used HP Deskjet parts. As all are aware Jim has spent considerable time experimenting with refilling ink cartridges for the Deskjet printer. His latest endeavor is the refilling of the double sized black ink Cartridge.

In order to refill this ink cartridge all that is needed is some ink and a small hypodermic needle. Jim said all you do is put ink in the cartridge through the small plastic covered hole in the top of the cartridge. What Jim didn't know then, was that there was a reason why HP covered the hole with plastic. What Jim knows now is that when you refill in this manner ink won't stay in the cartridge but instead leaks out into the parts of the deskjet that don't use ink. In the attempt to cleanup the resulting ink spill Jim decided to turn the deskjet over to more easily clean up the mess. Well that didn't work very well either for by now ink is in even more places it shouldn't be.

To make this story a bit shorter the bottom line is even Bob Woolley couldn't save the deskjet and it needed a whole bunch of very expensive parts to be returned to service.

Moral ?.... You decide!

After this unusual beginning we got down to the question and answer period where the only item of interest was the Key System BBS has been down for a while. Jim also reviewed the prizes for tonight's raffle one of which is a \$20 discount ticket from Alex at ATY Computers..

Head game cheat Don Safer demonstrated a "Dog Fight" program From Micro Prose that was at least more interesting than the deskjet. Don showed some of the assorted airplanes that were available for use from WW I to present day planes. After the demonstration Don's comments on the game were about a tie with the deskjet. A ho hum game at best.

Bob Scholar our 8 Bit dirty old man demonstrated this months floppy which was written up in the February Journal by Bob, in his usual fine manner. The disk contains 7 Games on the front side and a whole bunch of "Print Shop" utilities on the back. Thirty five to be exact.

Not to be outdone Glenn Fowler the 16 Bit not quite Dirty Old Man also demonstrated a new floppy. The two highlights of the disk are a Hearts card game and a printer dump program for high density pictures.

After a short break the usual raffle was held. Surprisingly the only winners were related to the Hood family. There should be a moral here someplace. Oh well I just work here!

Dutifully Submitted , Jim Moran - Secy.

Sacramento Atari Computer Exposition '94



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San Leandro Computer Club

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General Meeting • March 1, 8:00 pm
San Leandro Community Library • 300 Estudillo Avenue

ST SIG • March 14, 8:00 pm

*We will be returning to the Estudillo Room
for both meetings this month.*

At the last meeting, Don Safer promised to buy a Jaguar to demo at this meeting. Come see how he's doing.

Our Raffle will include tickets and discount coupons to the Sacramento Atari Computer Expo '94, another \$20 off coupon from ATY and a few other miscellaneous items.

Let us know if you want to help man a table at the Expo.

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